



Multiple Campaigns, One World - Here's How To Do It

Full video link: <https://youtu.be/1RPmFEbZ4g4>

Can you run multiple games/campaigns for multiple different parties within the same world space?

Absolutely! And this is how you do it:

- Organization
 - How you track your world
 - By organization, we mean timelines.
 - Track WHEN – keep a calendar so you can mark significant impact events to ensure when the parties overlap, they are in the same time.
 - Synchronise your game – it will shift, as one party takes a 3 week journey, and the other has a 10 minute bar fight. Make sure to track it.
 - Your PCs may want to find out what happened and go and investigate, let them – it is their choice.
 - Players track THEIR events. You still need to track GM events and their outcomes.
 - NPCs can know both – use your NPCs to make the world feel linked by talking about ‘the other party’ (both the other party and NPC heroes)
 - Make sure your group is happy to play in the same world – not everyone likes an MMO.

- Interaction
 - PC versus PC – use with caution and have an idea of how to resolve it in mind.
 - The PCs can leave a mark.
 - NPCs should talk – ‘did you hear about X, over in the next kingdom?’

- Impact
 - There must be awareness.
 - Consequences – it must happen across all games and be consistent.
 - Keeping notes is vital – without solid note keeping, you will forget.
 - Look to the effects – one group might trigger an event that the other group has to deal with from a different perspective.



